Amendments to the Claims:

Please cancel Claim 16, amend Claims 1, 4, 6-15, 17-28, and add new Claims 30-37 as follows:

1. (currently amended) A television system for presenting interactive television services to a user, the system ~~platform~~ comprising:

a local memory;

means for determining the availability of data from a data source;

means for capturing <u>a first portion of</u> ~~that~~ data;

means for storing ~~a~~ <u>the</u> first portion ~~of the available data~~ in a first area of the local memory, ~~said~~ <u>the</u> first portion having a <u>first</u> specified identity;

means for determining whether the first ~~data~~ portion references a second ~~data~~ portion of the available data depending on a value of one or more parameters stored in the local memory, the second portion having a second specified identity~~,~~<u>;</u> and

means <u>for capturing the second portion and</u> storing the second portion in ~~the first~~ <u>a</u> <u>second</u> area of <u>the</u> local memory in the event that a reference between the first and second portions is found, wherein the data captured is usable to provide interactive services for the user.

2. (original) A television system as claimed in claim 1 wherein the local memory includes volatile and non-volatile memory.

3. (original) A system as claimed in claim 2 wherein the first and second memory areas are volatile memory.

4. (currently amended) A system as claimed in ~~claim 1 or~~ claim 2 wherein the volatile memory is <u>in the form of</u> DRAM.

5. (original) A system as claimed in claim 1 wherein the first and/or second areas of memory are provided in a hard drive.

6. (currently amended) A system as claimed in <u>claim 1</u> ~~any of the preceding claims~~ further comprising means for processing the first and second portions of data based on steps wholly or partially proscribed in code contained within a downloaded data object, wherein the

processed data is stored in a the second part of the local memory for use in presenting said interactive services.

7. (currently amended) A system as claimed in claim 1 any of the preceding claims, the system being operable to perform the capturing/downloading of data while the system is not presenting services to a user.

8. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein the data source is one or more of a broadcast television network and/or the internet.

9. (currently amended) A system as claimed in claim 1 any of the preceding claims that is operable to determine whether data that is scheduled to be transmitted from the data source is more recent/up-to-date than the data in the local memory and prevent or omit a scheduled download in the event that data from said source is determined not to be more recent/up-to-date than the data in local memory.

10. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein one or more portions of the system are powered up immediately prior to receipt of data from the data source and powered down upon receipt of said data.

11. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein a portion of the data captured from the data source comprises a service entitlement or disentitlement message addressed to the system platform.

12. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein the presented interactive service comprises an electronic program programme guide or an on screen television magazine.

13. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein the presented interactive service comprises an interactive game.

14. (currently amended) A system as claimed in claim 1 any of the preceding claims wherein the presented interactive service comprises playback of a stored video or audio clip, or a video or audio stream.

15. (currently amended) A system as claimed in <u>claim 1</u> ~~any of the preceding claims~~ comprising a set-top-box or television or video-recorder, cordless or mobile telephone, media jukebox, personal digital assistant, mobile phone or combinations thereof.

16. (cancelled).

17. (currently amended) A method for presenting interactive television services to a user of a television system, the method comprising<u>:</u>

determining availability of data from a data source;

capturing at least some of the available data;

storing a first portion of the available data in a first area of a local memory, said first portion having a specified identity;

determining whether the first data portion references a second <u>data</u> portion of the available data depending on a value of one or more parameters stored in the local memory, the second <u>data</u> portion also having a specified identity;

storing the second portion in the first area of local memory in the event that a reference between the first and second portions is found;

processing the first and second portions of data according to their identities;

writing the processed data to a second area of the local memory<u>;</u> and

using the processed data to present interactive television services to the user.

18. (currently amended) A method as claimed in claim 17 wherein <u>said storing steps store data in a</u> ~~the~~ local memory <u>that</u> includes volatile and non-volatile memory.

19. (currently amended) A method as claimed in claim 18, wherein <u>said storing steps store data in</u> first and second memory areas <u>that</u> are volatile memory.

20. (currently amended) A method as claimed in claim 18 ~~or claim 19~~ wherein the volatile memory is DRAM.

21. (currently amended) A method as claimed in <u>claim 17</u> ~~any of claims 17 to 20~~ wherein the step of processing the data is done based on steps wholly or partially proscribed in code contained within a downloaded data object.

22. (currently amended) A method as claimed in <u>claim 17</u> ~~any of claims 17 to 21~~ comprising capturing/downloading data while the system is not presenting services to a user.

23. (currently amended) A method as claimed in <u>claim 17</u> ~~any of claims 17 to 22~~ wherein the data source is a broadcast television network and/or the internet.

24. (currently amended) A method as claimed in <u>claim 17</u> ~~any of claims 17 to 23~~ wherein the television <u>system</u> ~~platform~~ comprises a set-top-box or television or video-recorder, cordless or mobile telephone, media jukebox, personal digital assistant, mobile phone or combinations thereof.

25. (currently amended) A computer program, preferably on a data carrier or a computer readable medium, for presenting interactive television services to a user of a television system, the computer program having code or instructions for<u>:</u>

determining availability of data from a data source;

capturing the available data;

storing a first portion of the available data in a first area of a local memory, said first portion having a specified identity;

determining whether the first data portion references a second portion of the available data depending on a value of one or more parameters stored in the local memory, the second portion also having a specified identity;

storing the second portion in the first area of local memory in the event that a reference between the first and second portions is found;

processing the first and second portions of data according to their identities;

writing the processed data to a second area of the local memory<u>;</u> and

using the processed data to present interactive television services to the user.

26. (currently amended) A television system comprising<u>:</u>

means for transmitting data streams that include interactive television service content and/or software up-dates; and

a plurality of different user platforms for receiving the data streams,

wherein the data streams include a plurality of different user platform identifiers for identifying which parts of the stream are for use by which platforms, at least some of the data and/or software being sharable by more than one of the platforms, and

wherein at least one of the user platforms ~~each user platform~~ is operable to recognize ~~recognise~~ the parts of the data stream that are for use by it and use those parts to cause interactive content or images to be presented on screen simultaneous with or as an alternative to television content.

27. (currently amended) A method for delivering interactive content to a user of a television system comprising:

transmitting broadcasting data streams that include data and/or software for implementing interactive services to a plurality of different user television platforms, wherein the data streams include a plurality of different user platform identifiers for identifying which parts of the stream are for use by which platforms, at least some of the data and/or software being sharable by more than one of the platforms~~,~~; and

capturing at one or more of the user platforms ~~each user platform~~ the parts of the data stream that are for use by it, thereby to cause interactive content or images to be presented on screen simultaneous with or as an alternative to television content.

28. (currently amended) An interactive television system, such as a television, set-top-box or some other consumer electronic appliance that is operable to receive and display a television service, the system having a local memory and being operable to capture/download a ~~conditional hierarchy of~~ conditionally linked data objects; use parameters that are stored in local memory to identify data objects ~~within in the hierarchy~~ that have to be stored, and in the event that data objects are identified, cause those objects to be stored in local memory.

29. (original) A method for providing interactive television services comprising transmitting/broadcasting a conditional hierarchy of data objects to a plurality of different user platforms, the data objects including parameter identifiers that are usable by the user platforms to identify data objects that are to be stored for later use.

30. (new) A television system as claimed in claim 1 wherein the second data portion is transmitted at a specified/scheduled time of availability and the means for capturing the second data portion are operable to be activated at the time of availability.

31. (new) A television system as claimed in claim 1, wherein the second data portion is transmitted as one or a plurality of conditionally linked data objects, and the system includes means for resolving the identities of the linked objects while one or a plurality of them are captured and stored.

32. (new) A television system as claimed in claim 1 comprising means for detecting the presence and identity of a hardware adapter.

33. (new) A television system as claimed in claim 1 wherein a data object containing executable driver software is downloaded conditionally upon the presence and identity of a hardware adapter.

34. (new) A television system as claimed in claim 32, wherein the hardware adapter is a communications adapter such as local area network adapter.

35. (new) A television system as claimed in claim 34 wherein the communications adapter communicates via wireless means.

36. (new) A television system as claimed in claim 1, wherein the data is transmitted in a platform independent form and the system comprises means for converting that data into a form that can be executed locally.

37. (new) A method as claimed in claim 17 further comprising capturing the second portion at a designated/scheduled time of availability.

38. (new) A method as claimed in claim 17, wherein the second data portion is transmitted as one or a plurality of conditionally linked data objects, and the method involves determining the relevant data within the linked objects after the second portion of data is stored.

39. (new) A method as claimed in claim 17, wherein the data is transmitted in a platform independent form and the method further involves converting data captured into a form that can be executed locally.